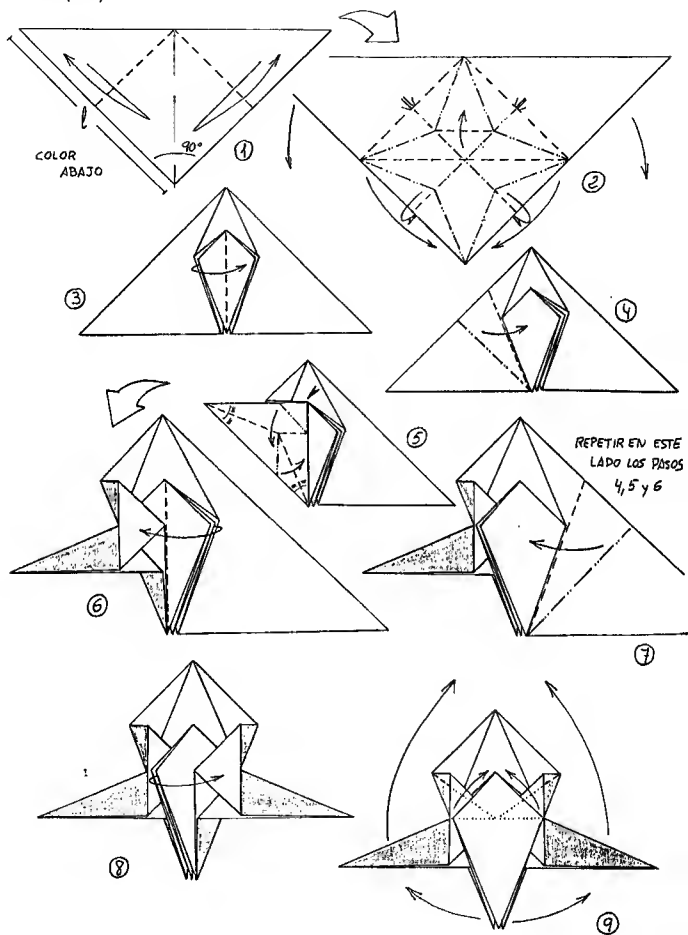


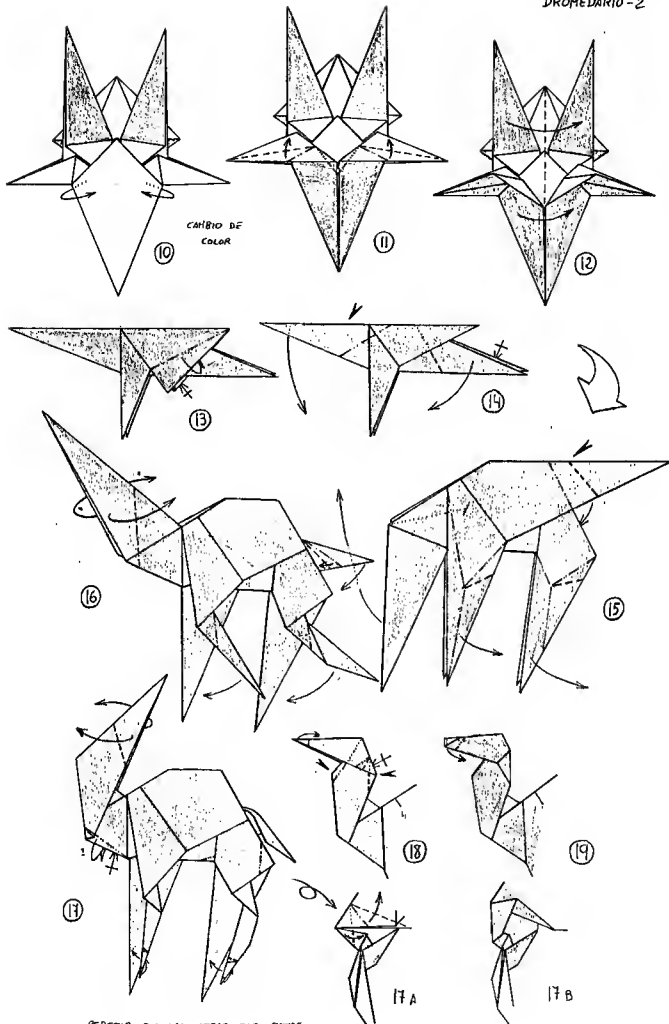
# DROMEDARIO

( $h \approx \frac{1}{3}l$ )

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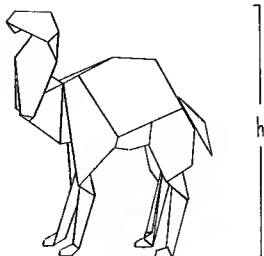


REPETIR EN LAS OTRAS DOS PATAS

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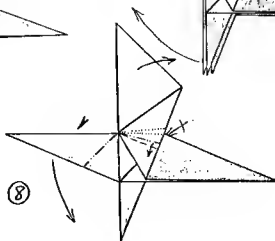
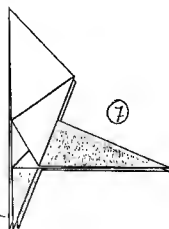
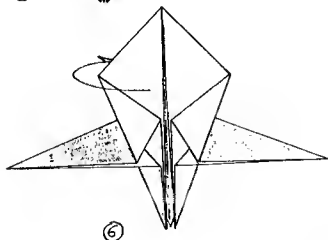
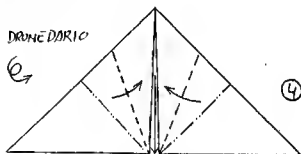
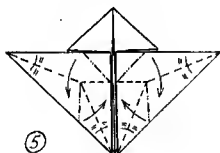
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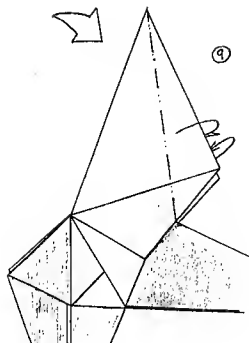


# VARIANTE: TUAREG (O REY MAGO)

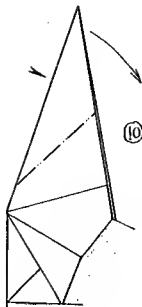
EMPEZAR INVIRTIENDO LOS COLORES

DAR LA VUELTA A LA FIG. 3 DEL DRONEDARIO

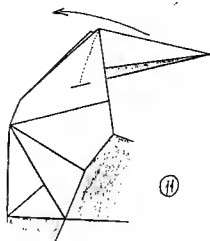




9



10



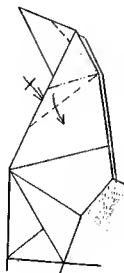
11



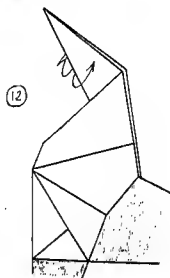
15



14



13



12

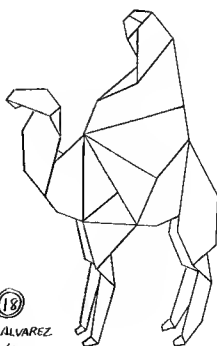


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17

SEGUIR COMO EN LA FIG 15 DEL  
DROMEDARIO



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